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These search terms have been highlighted: **netmeeting virtual area space**



CSCW Systems

1. Real-Word Project Application [Equipoise Project Descriptions](#)

2. Palm OS: <http://www.palmos.com>

Software for handheld computers and applications. A Palm OS emulator can be downloaded. Then, educational applications can be downloaded for evaluation and design. Two projects provide three kinds of software: [NetCalc Software](#) and [WHIRL Software](#)

3. Blackboard: <http://www.blackboard.net>

Blackboard offers a complete suite of enterprise software products and services that power e-Education programs in our primary markets. Blackboard solutions deliver the promise of the Internet for online teaching and learning, campus communities, campus commerce services, and integration of Web-enabled student services and back office systems.

4. BSCW (Basic Support for Cooperative Work): <http://bscw.gmd.de/>

BSCW (Basic Support for Cooperative Work) enables collaboration over the Web. BSCW is a 'shared workspace' system which supports document upload, event notification, group management and much more. To access a workspace you only need a standard Web browser.

5. CommunityZero: <http://www.communityzero.com/>

CommunityZero™ is an interactive website that allows a group of people to communicate and exchange information over the Internet in their own private and secure **area**. Within each **area**, called an online community, participants are provided access to a suite of powerful tools that enable a group to effectively get organized, share knowledge and communicate.

6. CuseeMe: <http://www.fvc.com/>

This is a web application package that allows groups to meet online, enabling collaboration

between dispersed teams. Using web conferencing groups can potentially see, hear, text chat, present, and share information in a collaborative manner.

7. Cybozu Office 3: <http://cybozu.com/>

Share360 enables your office to collaborate on tasks, projects, meetings, ideas or any office initiative easily and efficiently all in one place. The applications are accessible through a web browser, so no client installations are needed. (60-day free evaluation available for download.)

8. DIVE (Distributed Interactive **Virtual** Environment): <http://www.sics.se/dive>

The Distributed Interactive **Virtual** Environment (DIVE) is an internet-based multi-user VR system where participants navigate in 3D **space** and see, meet and interact with other users and applications. DIVE supports the development of **virtual** environments, user interfaces and applications based on shared 3D synthetic environments. DIVE is especially tuned to multi-user applications, where several networked participants interact over a network.

9. GROOVE: Collaborative Groupware System: <http://www.groove.net>

Groove Workspaces enable businesses and individuals to simplify document exchange and reduce the cost of coordination. It's integrated with Microsoft Office, Email, and Instant Messaging. It allows for file-sharing and work on- or offline.

10. LearnLinc: <http://www.ilinc.com/>

iLinc is Web conferencing and collaboration software that enables people to communicate more effectively and efficiently via the Internet. iLinc enables you to enjoy the same interaction as meeting in-person while eliminating the tremendous amounts of travel, money and time associated with face-to-face meetings.

11. **NetMeeting**: <http://www.microsoft.com/windows/netmeeting>

NetMeeting software allows users to share ideas, information, and applications using video or audio. Send and receive real-time video images using Windows-compatible equipment, use a video camera to instantly view items, and ensure that people can hear each other by adjusting an automatic microphone's sensitivity level setting.

12. Onlive Traveler (VRML Browser): <http://www.digitalspace.com/traveler/>

Digital **Space** Traveler supports communities of users using their own voices to speak through 3D avatars that lip synch and blend sound together. Traveler permits up to 16 people in one **virtual space** to talk or even share music.

13. TeamCenter: <http://www.eds.com/products/plm/teamcenter/proj.shtml>

TeamCenter allows globally dispersed users to simultaneously view and interact with the same instantaneously updated project information, including project schedules, threaded discussions, notebooks, and collaborative documents. Teamcenter Project lets your teams break down complex projects into specific tasks, assign tasks to designated resources, and manage the workloads of given resources.

14. Web4M <http://www.ditium.com/ditium-products/jdhtech.html>

Web-4M provides a comprehensive collaboration and learning environment. It is an integrated suite of peer-to-peer, multi-user, and groupware tools that deliver information in real time (Just-In-Time). Web-4M features browser accessible local and global communication.

15. Whiteboard: <http://www.smarttech.com/>

The SMART Board interactive whiteboard transforms your **space** into an interactive working, training, and learning environment. Using a projector, computer and whiteboard, everything done on your computer can be captured and displayed.


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Welcome to NetMeeting 3 : [NetMeeting, netmeeting, Netmeeting ...

... Digital Network (ISDN), or local **area** network (LAN ... 98, users can schedule a **virtual** conference, which is ... You can now configure **NetMeeting** to take advantage of ...

[www.microsoft.com/windows/NetMeeting/ Corp/reskit/Welcome/default.asp](http://www.microsoft.com/windows/NetMeeting/Corp/reskit/Welcome/default.asp) - 35k - [Cached](#) - [Similar pages](#)

Applications of Virtual Worlds

... much of the innovation in this **area**. ... via email assignments; The **Virtual** Classroom (Turoff ... time workgroup collaborative systems (**Netmeeting**, Placeware); Bulletin ...

www.digitalspace.com/avatars/book/chus/chus1.htm - 34k - [Cached](#) - [Similar pages](#)

Overview - SmartMeeting - Systems Reviews - Web Conferencing And ...

... smartMeeting **virtual** offices are made up of a realistically looking office **space** consisting of multiple presentation rooms and a relaxation **area**. ...

[www.masternewmedia.org/reports/ webconferencing/guide/smartmeeting/overview.htm](http://www.masternewmedia.org/reports/webconferencing/guide/smartmeeting/overview.htm) - 24k - [Cached](#) - [Similar pages](#)

7. Experiments Carried out by the Partners

... Types of learning: Web/**virtual** synchronous classes are well suited for ill-structured learning, complex problems that lack ... **NetMeeting**: Yes. ... discussion **area**. ...

www.ics.lu.se/europe/frame-bis/7.htm - 18k - [Cached](#) - [Similar pages](#)

OMB Watch - Collaborative and Virtual Office Tools

... can also run over a local-**area** network using ... Mimio by **Virtual** Inks <http://www.virtual-ink.com>. Microsoft **NetMeeting** <http://www.microsoft.com/windows/NetMeeting>. ...

www.ombwatch.org/article/articleview/318/1/96 - 24k - [Cached](#) - [Similar pages](#)

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Building a virtual learning space for C and IT staff development

... Whiteboard/**NetMeeting** (sharing material ... Navigation is a very important feature of any **virtual** environment, as ... My Place: is the user's private **area** where s/he ...

www.leeds.ac.uk/educol/documents/00001651.htm - 52k - [Cached](#) - [Similar pages](#)

Minutes from Helsinki May 2003 - Virtual School

... of the presentation or the entire **Virtual** School Art ... The use of **NetMeeting** is taking new forms as we ... will be available shortly in the Community **area** and with ...

[www.eun.org/eun.org2/eun/en/ vs-art/content.cfm?lang=en&ov=27133](http://www.eun.org/eun.org2/eun/en/vs-art/content.cfm?lang=en&ov=27133) - 49k - [Cached](#) - [Similar pages](#)

Communications and the web

... The use of the **virtual** conferencing will enhance your ... Getting started in this **area** is neither expensive ... I would have to recommend Microsoft **NetMeeting** and ICQ ...

[www.newgrange.org/white_papers/ communications_and_the_web.htm](http://www.newgrange.org/white_papers/communications_and_the_web.htm) - 32k - [Cached](#) - [Similar pages](#)

Virtual High School: Virtual Tour

... The students teleport back into the presentation **area**. ... click on the Wall screen to

enter **NetMeeting** which appears ... will be no problem in the **Virtual** High School ...
www.vhs.ucsc.edu/vhs/storyboardB.htm - 17k - [Cached](#) - [Similar pages](#)

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HPCC Insights - **Virtual space weather**

... field lines from a CME appear to envelop users of the Cave Automatic **Virtual** Environment **virtual** reality tool. ... Before they could **simulate** a **space** storm, the ...
ct.gsfc.nasa.gov/insights/vol15/story2.htm - 36k - [Cached](#) - [Similar pages](#)

AVL Projects - **Virtual Space Lab**

... students to create environments that **simulate** both the ... visual impact of the designed **space**, something not ... The **Virtual Space** Lab will give students access to a ...
www.avl.iu.edu/projects/VSL/index.shtml - 7k - [Cached](#) - [Similar pages](#)

LMS International: **Virtual Prototyping, Testing and Engineering ...**

ESA Selects LMS **Virtual**.Lab Motion to **Simulate** the Dynamic Behavior of **Space** Systems - 4/26/2004. LMS International announces that ...
www.lmsintl.com/news/item.asp?lang=en& cat=3&item=186&PRESENT=186 - 10k - [Cached](#) - [Similar pages](#)

Fraunhofer IMK - **Virtual Space Station MIR**

... The **virtual** model of the **Space** Station MIR is based on a boundary representation that provides the opportunity to **simulate** a flight around the **space** station. ...
www.imk.fraunhofer.de/sixcms/detail.php?template=& id=2202&_SubHP=Divisions&_Folge=&abteil... - 31k - [Cached](#) - [Similar pages](#)

News From USJFCOM: **Virtual Battle Space** Blends Reality with ...

... We brought them in, and with the services' help, we created the joint **virtual** battle **space** that the joint force ... "We **simulate** everything that exists in ...
www.jfcom.mil/newslink/storyarchive/2002/no080902a.htm - 31k - [Cached](#) - [Similar pages](#)

Virtual reality applied to simulate Theatrical Scenery

... often applied to experiences generated by computers that **simulate** sensual issues of ... between the viewer's body, the lack of **space**, and **virtual** reality? ...
userwww.sfsu.edu/~dstdst/vrstaging.html - 68k - [Cached](#) - [Similar pages](#)

The media artist Jeffrey Shaw: Detailed list of works with ...

... The **Virtual** Reality technologies allow a heightened degree of viewer 'immersion' in such a **virtual** image **space** - they can **simulate** the sensual coordinates of ...
www.jeffrey-shaw.net/html_writings/writings_by_2.php3 - 8k - [Cached](#) - [Similar pages](#)

Architecture

... architecture by combining three-dimensional design, head-mounted displays, sound, and movement to **simulate** a "walkthrough" of a **virtual space** before the ...
www.hitl.washington.edu/scivw/EVE/II.C.Architecture.html - 6k - [Cached](#) - [Similar pages](#)

Menagerie

... to characters and events in the **virtual space** by means of ... In our computer simulations of **virtual** animals, the ... with computer programs that **simulate** the physical ...
www.telepresence.com/telepresence-research/MENAGERIE/ - 6k - [Cached](#) - [Similar pages](#)

[PDF] FreeWalk: A 3D Virtual Space for Casual Meetings

File Format: PDF/Adobe Acrobat - [View as HTML](#)

... displays their faces to other participants to **simulate** accidental encounters.
In contrast, FreeWalk's approach provides a common **virtual space** for casual ...
www.lab7.kuis.kyoto-u.ac.jp/~nuka/hnp_multimedia.pdf - [Similar pages](#)

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